```
map< std::string, Material
unique ptr< ec::Drawable >
                                         Ptr >
                       +m checkboxOff
                      +m radioButtonOff
                                           #m materials
                      +m radioButtonOn
                      +m checkboxOn
                      ec_gui::Theme
                   + Theme()
                   + ~Theme()
                   # addNewMaterial()
```

# createDrawable()